



Dragonlord

"I don't see dragon or man, I see only life trying to live"
Aya Chan Fujiwara of Shi



General Description:

Dragonlords are the last bastion of civilized humanity that has held out from the Imperial Rule, a Kingdom known as Tatsuoku (TAA-TSuw-O-Koo). They are a race that has made an unusual alliance between monster and man, as they hold the reins to creatures that have helped them maintain control of their area in a shared prosperity. They are a culture of deep respect for power, whether from the land and the monsters that lives there or from other human civilizations that surround them. This respect has lead them to never underestimate an enemy, and to a way of rules and deep seeded tradition. Last, they are a people of great sorrow, in wars for humanity's right to rule this land they lost a great treasure. They were forced to watch the jewel of their lands turn to desolation. This is reason enough for them to continue to send their sons and daughters, to certain death to perhaps release their land from the taint left at the destruction of the Tenshi Palace.

To truly understand the Dragonlords, one must understand the dragons. These animals are incredibly powerful with high animal intelligence and at one point dominated the lands that the Dragonlords call home. The humans and the dragons hunted each other. While dragons had amazing strength and incredible animal cunning, the humans had intelligence and overall numbers. The two constantly killed each other fighting over territory kto live, then one day a man known as Taira Itshu Fu found a way to live in harmony with them. This act fundamentally changed these humans, mainly because the two species found a new way to co-exist and each prosper. The Humans learned how to domesticate the dragons and the dragons finally had their own territory.

Dragon, which appear like giant velociraptor but with strange magical aspects, come in seven different types. Each has a different temperament, and the ancestors of the Dragonlords used that to frame the seven tenants all by observing how the dragons acted. As a race, the dragons were typically found close to each other even though they were different species. Some even seemed to have a symbiotic relationship with the others of their race.

The different dragons are:

Awan (Aa-Wan) - Red Scales

Awan are fearless and tend to only respond well with someone who shows themselves as more powerful or at the very least not scared of their aggressive tactics.

Gaomi (Gaa-Oh-Me)– Yellow Scales

The Gaomi were one of the gentlest of the dragons. The biggest thing they suffered during the fighting was that their Scales are some of the strongest and many times the humans hunted them just to get these scales for their armor. Luckily this practice was stopped in time for them to be kept from becoming extinct.

Kiyo (Kii- Yo) – Green Scales

When one thinks of the dragons, many time they think of the Kiyo. These are the most numerous of the species and they tend to be the caretakers. Almost like guards, anytime a dragon was in trouble a Kiyo would show up ready to help them.

Debaan (Dee-Ban)– Blue Scales

Dragons came in various types. The Debaan were a very defensive dragon. Humans found that if they didn't want to harm them, then this dragon would mostly likely ignore them. Unless of course their territory was crossed and they felt threatened.

Manu (Man-uoo)- Orange Scales

The Gaomi were hunted almost to extinction, the Manu were protected by all the other dragons. Most scholars never figured out the reason for this symbiotic relationship between Manu and the other dragons. Overall they are treated like loved mothers by the other dragons. Almost all of them, no matter the gender are pampered and protected.

Ammit (Aa- Met) - White Scales

These dragons tend to be found alone. They are tend to be the moodiest, and any action against them was returned. It was said that when an Ammit considered you an enemy it would never stop trying to kill you. This was the final species of dragon that accepted humans and they tend to take the longest to bond too. But once they have bonded they were loyal for life.

Rayin (Rah - Yin) – Purple Scales

If an animal could have a king, it would be one of the Rayin. These powerful dragons, the largest of their kind, tend to lead from the front. When dragons would get attacked, a Rayin would be found at the head of a horde of Kiyo retaliating. They also tend to be the dragons that lead any raids and attacks on various settlements.

With the dragon's domestication, the Dragonlords were born. The two races became dependant on each other over. The Humans needed the dragon's, their excrement was rich enough to revolutionize the farming industry. Their venom was a base ingredient into various poisons, which could be used to kill as well as poison. Their blood was extremely useful in Alchemy with a special emphasis on healing. The dragons on the other hand found themselves protected, their habitat was protected from intrusion. Since dragons tend to be very territory they now have their own area. Similar to other domesticated animals, the Dragonlords found ways to intergrate the dragons into various aspects of their life. They are found helping in fields with crops as well as in the armies of the military as animals of war. The Dragonlords view dragons with reverence and in a similar vain as loved animals, but that love falls short of pet. No Dragonlord would demean a dragon by considering them pets, while they are just animals their whole culture is based around them.

The last important thing to know about the Dragonlords is that they are at war with the Fiends. The Fiends took their Empress and dishonored their race. All Dragonlords took an oath to fight this war with every breath. With the creation of the Great Seal the way the Dragonlords continue the war is by sending in their second child into the Seal. This is an honor among the Dragonlords and there is no family that does not do this. For someone who has only one child they struggle because they are unable to keep their obligation. Those that do go into the Seal are considered an eternal warrior, they are called Eien No Senshi (E-Yin No Sin-Shee).

General Culture:

Overall the Dragonlord culture is based on various Asian cultures merged into one, which tend to make it fairly complex. There are pieces of Japanese, Chinese, and Korean written here with a heavy emphasis on ancient

Japanese samurai Bushi code. Any of the general Asian flavors can be represented with the Dragonlords. Of course to really understand this culture one must understand how decisions are ultimately made by an individual. This is usually done through a series of allegiances. The Dragonlords have several layers of allegiances in their life. First is to the Kingdom of Tatsuoku and to the Empress (or Emperor), after that generally their allegiance falls to their Caste, then third is their Gozoku or clan and finally their Family. Each layer has its own rules and a Dragonlord must learn to juggle all of them.

The first layer, their allegiance to Tatsuoku and the Empress stand as their highest charge and throughout their life they are told to do things that is best for the Kingdom. Many times their decisions, when pressed against conflicting agendas will come down to what is best for Tatsuoku or the Empress.

The next layer is their caste. First when they are born they are placed in their parent's caste and raised as members of that cast till their Testing which usually occurs when they reach the eleventh year of life. This Testing helps determine which caste they will be a part of till their final death. Caste are important less on a political perspective, as their Gozoku and their family stand, but more on the general way of life. It is because of this allegiance that most Dragonlords which not to dishonor others who work as they do that they many times stick together. Theoretically , a Shi who insults the Noka could incur a full Noka rebellion since none of those within this caste would allow their brothers and sisters in the field to be mistreated, after all they do it to one, they will do it to another. And so the Castes tend to stay together.

All but the Empress (or Emperor) themselves have a Caste. So even leaders within a particular Gozoku hold one of the Caste as their own as an example, the Lord of the Gozoku Fuji, Would be Fuji Kato Saku of the Gong. Note that it is very rare for a Noka to become a leader but it has happened.

The 7 castes you are

- Shi- Scholars (*Shee*)
- Mushi- Priest (*Moo Shee*)
- Noka- Peasant Farmers (*No-Kaa*)
- Gong- Artisans and Craftsmen (*Gong*)
- Shan- Merchants and Traders (*Shann*)
- Jian- Soldier (*Jen*)
- Gyo- Dragon Master (*Guy – O*)

Outside of the caste there are four Gozoku, or Noble Clans, each with their own family name that all members use as a prefix to their own name. Each of these four Gozoku make the majority of the rules for Tatsuoku, the original way the laws were made the four were advisors to the Emperor or Empress, each holding a vote with the ruler either breaking ties or directing as they see fit. With the Empress missing they have been forced to deal with deadlock decisions.

While the four main Gozoku embody the whole of the Seven Dragon Tenets, within each clan are families which have chosen one of the tenets as a guiding creed. Each of these families use a different color scale based on this creed to help set them apart.

The Gozoku, or Noble Clans of the Dragonlords and Families:

- Aya Clan- (*aa- Yaa*)
 - Lao (*La-oh*) - Courage– Red Scales
 - Chan (*Chaan*) - Courtesy– Yellow Scales
- Taira Clan- (*Tear- A*)
 - Itshu (*It-Sue*) - Duty– Green Scales
 - Yi (*Yee*) - Honesty– Blue Scales
- Fuji Clan (*Foo- G*)
 - Kato (*K-doe*)- Compassion – Orange Scales
 - Sohn (*Soon*) - Sincerity– White Scales
- Tachi Clan (*Taa- Chee*)
 - Koma (*Comma*) – Honor– Purple Scales

While the Gozoku is like a massive collection of people someone is a part of, their specific family tends to represent them. While smaller families branch from one main family, none really consider themselves apart from it. For instance a group of five Yi brothers all have kids, who have kids. While their family has moved further away from that main Yi ancestor they all still consider themselves Yi, and consider any other Yi they meet as part of the family as close to them as a brother or sister. They do not break down further than that. With the exception of the Tachi Koma family, most others have a sister family within their Gozoku. These are usually considered 'cousins'.

Overall as a culture, since a Dragonlord has so many layers of allegiances to consider, most of the time outside of their immediate family, they are closer to their caste mates who come from all Gozoku and families. This has helped bind the Kingdom together and keep many of the individual families or Gozoku from fighting for supremacy.

Names

One other important aspect of the Dragonlord culture is how they are named. All Dragonlords have three names. Their Gozoku name, their family name, and finally their given name in that order. Most of their friends and family call them by their given name but when they introduce themselves or want to be formal its typical that they use all three. Most given names sound Asian.

The order is always like this: Gozoku – Family – Given - of the Caste
An example would be *Taira Itshu Ryn of the Shi* or *Fuji Sohn Li of the Jian*

Seven Dragon Tenets

Another important part of the Dragonlords life is the Seven Dragon Tenets. These seven Tenets are considered almost holy and revered. While every Dragonlord tries to follow them, it is almost never done perfectly. But most of the time when a transgression is done against one of these tenants it is up the Dragonlord to punish themselves. Punishment can be anything from making amends to in extreme circumstances ritual scaring. Most of the time shame is the main punishment. A Dragonlord may present themselves to someone they care about and have that person declare some sort of task they must do, in doing it they shame themselves but in the end they regain their honor and the transgression is forgotten. This act is known simply as Shaming.

The most dire acts of dishonor are met with ritual scaring. This is done by using the same ink that created the Dragonlords scars and coloring one of the scales black. This mark will be apart of the Dragonlords heritage from that point on, since the mark is hereditary. In a way, this Shames them for the act and Shames all their descendants. Making mention of a black mark upon someone is like rubbing their nose into something that their family has done, but it is the Shame they must all bare, even if the reason for the Shaming has long since been forgotten. Because there is no known way to remove it, such Shaming as this is rare and only used in the most dire of cases.

The Seven Tenants are

COMPASSION (JIN)

The Dragonlords train all their life to be fit and strong. They develop strength above those who do not know the strength of the Dragon. That power must be used for the good of all people and so the Dragonlord must master Compassion. They must help those around them at all times. If the chance to help those around them does not present itself, then the Dragonlord should go forth and find a way.

Compassion comes in many forms such as military protection for the weak as well as helping the poor and unfortunate. The tenant of Jin tells a Dragonlord they should not bully or abuse those who are lower than themselves. They should not mistreat their enemies, for the greatest power to overcome a foe is to make an enemy into an ally.

COURAGE (YU)

Those who follow the Tenant of Yu believe that they should know the strength of the Dragon and be not afraid. It is not blind courage, but courage built from intelligence and strength. A Dragonlord should replace fear with respect and caution in all things.

Courage is a universal trait of the Dragonlords since they must all be ready should the Empire try to invade. It is said that during the early wars, when the Empire tried to overrun the Kingdom of Tatsuoku, every man, woman, and child joined together to push the invaders back. Courage is one of those things that are typically thought to be a universal trait among the Dragonlords.

A Dragonlord should never throw away his life away in a useless and selfish gesture. For that is not courage, it is failing in your duty to the Empress. No a Dragonlord uses intelligence and strength to make a decision on how to fight back the darkness of fear.

COURTESY (REI)

The Dragonlords have no reason to be cruel. They do not need to prove their strength to those around them. They should be courteous even to their enemies. Otherwise without this show of outward respect they are nothing more than animals.

Dragonlords view themselves as civilized men and women, not barbarians. Those who act with contempt towards those around them or are unable to show proper manners are disrespecting not only those around them, but also themselves. Dragonlords tend to show remain courteous and well-mannered even when facing their bitterest of enemies or when they are faced with personal insults. To most Dragonlords when someone acts in a disrespectful way, they are only disgracing and insulting themselves so what could a Dragonlord really do more to them.

DUTY (CHUGO)

Responsibility is important to the Dragonlord. Should it be their responsibility to serve their family and go into the Great Seal, they will do so. Not because they want to, but because it is their Duty to continue the fight. The Dragonlords look at their duty as a sign of who they really are. If they fail in that duty, then a failure is who they really are. The only way to correct that is to correct what brought them failure.

Overall Duty is based around the act of doing something or being in charge of something. If someone put a Dragonlord in charge of a town, then it is their Duty to insure that town prospers. If a Dragonlord was put in charge of executing prisoners, then it is their Duty to insure every prisoner who was to be executed is thusly punished. And if one ran, the executioner would stop and nothing to insure that the criminal faced their punishment. Duty is strongly incorporated into the Dragonlords culture.

HONESTY (GI)

Honesty is a powerful Tenant. A Dragonlord should be honest in their dealings with others. They should believe in justice, not from other people, but from themselves. For a Dragonlord, many of them see no shades of grey in honesty and justice. There is only right and wrong.

Overall the Tenant of Gi is the simplest of the seven, but it is also the most troublesome. While it would seem obvious that the Dragonlord should always tell the truth it is sometimes hard to master. Only the Dragonlord typically knows if they are telling a white lie or not and sometimes the shame of doing so weighs heavy on their soul. But sometimes they find themselves breaking this Tenant without meaning to. When this happens they tend to go out of

their way to correct it. The worst shame is when someone catches them in a lie and now everyone knows their shame.

HONOR (MEYO)

Dragonlords have but one judge over their actions, and that is themselves. The decisions they make and how they make them are reflections of who they truly are. Similar to Duty, Honor shows who a person is behind the mask that each person wears. In the end though Honor tends to be more personal, after all a Dragonlord cannot hide from themselves.

This is both the subtlest and the most basic Tenant of the Dragons. Honor teaches that every Dragonlord should pass judgement on themselves for their actions at all times. A Dragonlord enforces this on themselves with their own heart and soul. If a Dragonlord is without Honor he could not truly follow any of the other Tenants, they are merely acting as other expect, not as their own sense of honor demands. In a very real sense, a Dragonlord without Honor is not real Dragonlord.

SINCERITY (MAKOTO)

When a Dragonlord says they will perform an action, it is as good as done. Nothing will stop them from completing what they say they will do. They do not have to 'give their word' or promise. The act of speaking has put the action into motion. To the Dragonlord, speaking and doing are the same.

A Dragonlord speaks and acts on behalf of their Kingdom, their caste, their Gozoku, and their family. As such they do not want to dishonor all those who have faith in them by speaking without absolute conviction.

Superstition and Being Unclean

One last important part of Dragonlord society as a culture is a carry over from the time before they bonded with the dragons. This is a general dislike of being unclean and a heavy dose of superstition. Most Dragonlords will go out of their way to keep themselves clean, this means they do not like to be touched by dirty people or really being touched by anyone who is not a close friend. They do not go into a murderous rampage or anything, but the thought of being unclean tends to turn their stomach.

Dragonlords are also tend to be superstitions. They tend to see signs in things around them or get 'bad feelings' when something happens. In general these are almost always up to the individual Dragonlord. Like an old wives tale these have been passed down from family to family and they vary for almost everyone. While this superstition does not overtake their personality and some don't take them seriously, deep down every Dragonlord worries that their Grandmother was correct when they warned that a sign in the Dragonlord future showed that something dark was heading towards them.

History:

The Dragonlords history is based heavily on various folklores and what most Imperial scholars would call myths. But for the Dragonlords themselves, these are all true. The story of their history goes like this, long ago there was what was thought to be an endless winter, when the sun did not rise. But the people who were to become the Dragonlords endured. Then, like a miracle one day the Sun brought heat again and the land near White Falls (the great ice Waterfall) became lush and fruitful, but also from the stones on the ground awoke creatures who were once again greedy for food and land. They were called Dragons. Old saying of the first people here spoke, "As the Sun rose again in the sky to heat the land, we felt heat again, not of our fire, not of our blood, but of the sky, we raised our hands reaching for the warmth of the heavens and rejoicing at this change, but we were not alone in our rejoicing. For the earth beneath our feet awoke we were all one with the land in celebration. But soon life does what it must, which is to struggle to live and all became hungry.". The Dragons arose to fight for the land. Years of back and forth struggle between man and dragon began. These creatures were powerful and could heal from most any wound, but man was clever, and more numerous, so it was a hard fought battle.

Taira Itshu Fu was to change that for both species, he let it be known that we must be one with the dragons and seek communion with them or we will both surely be destroyed. Three properties these dragons brought to the table, they were able to heal really quick and their blood could give those same traits to the humans using alchemy, their excrement was incredibly good fertilizer, and their venom could be used to coat weapons and make them extremely lethal. Taira Itshu Fu studied the dragons and found the each color had different temperaments, this led him to better understand a way for his people and the Dragonlords to work together. These first stories and ideas of his would later lead to the Seven Dragon Tenets, which dominate the land as a guide to behavior. This unity of dragon and man created some of the strongest armies in the world, with enemies on all borders this relatively strong nation was able to hold. Overtime this kingdom took on the name of Dragonlords, not from the belief of their superiority to the dragons themselves but instead because they viewed themselves weaved together.

It took many years for the dragons and the ancestors of those who became the Dragonlords to fully bond, but when they did their culture had shifted and the seven tenants became a strong cultural motivator for them. Overall they knew happiness not seen or understood by the rest of the world. When the Revenant Wars started they found no way to break the armies of the Dragonlords. Even the dead who rose up did not join with their kind and instead stood by their descendants to fight. And so the Dragonlords held and Revenants moved on to try and destroy the heart of the other less fortunate kingdoms. This changed when the Fiends came to Karn.

One of the Fiends, called Kubilajiri (Koo-Bee-Ka-Year-ee) by the Dragonlords took possession of the Empress. No one knew it at the time, since this was the first time the Fiends had taken a great leader. It was said that a tragic accident befell the rest of the Dragonlord' Imperial family and only the Empress remained. She spoke of how the kingdoms of Humans were trying to undermine the peace the Dragonlords had found using their new allies. With honey coated words she brought the Dragonlords onto the side of the Fiends. The Dragonlords used the full weight of their military might augmented by the genius of Kubilajiri. While they were vastly outnumbered the Dragonlords' tour into the Imperial armies like warrior poets. Stories speak of every Jian that fell thirty Imperial Legionnaires came to die. The Revenants made a comeback following the wake of the Dragonlords and for a moment, a brief moment the Fiends could of won. But the wisdom of Fuji Kato Zen of the Jian shined through. He uncovered the truth about the Empress and was able to do battle with her. Even though he was mortally wounded he was able to spread the truth, which pulled the Dragonlords back. The Revenants, without the strength of the Dragonlords were crushed by the human's and their Ethereal allies.

Over time the various human kingdoms tried to recover from the constant wars with the Revenants only to find that they were stuck in the middle of a war between the ethereals. This war had almost destroyed the Dragonlords, and what is worse is that the laws of Tatsuoku were clear, only the Empress or her family could take the throne or with their death a some new could be given the right to ascend. As long as she lived, even while possessed by a Fiend they were unable to declare another as the Emperor or Empress. So insult to injury every last Dragonlord swore they would either free the Empress or destroy her.

For the next twenty years the Dragonlords tried to find and destroy her. Their greatest masters went out and fought against the scourge of Fiend minions all dying, but the war never ended and those back home remembered their sacrifice. Then the Great Seal was erected. This complicated things more since they knew Kubilajiri while wearing the Empresses body had been locked within this seal. And so the blood oath, sworn by the race was still in place, but even if one of the masters was successful the Dragonlords would have no way of knowing unless the Seal was dropped. The only way the Seal could be allowed to be dropped is if the war with the Fiends was won. And so the oath of the Dragonlords change, they not only needed to destroy Kubilajiri and free the Empress but they must defeat all the Fiends so that the Great Seal could be dropped. When it is dropped then the Dragonlords can officially return to peace. In order to fight this war, the second child of each family is charged with going into the Great Seal and continuing the battle. Every year hundreds of young adults, trained since birth descend into the Seal ready to find and destroy Kubilajiri and ultimately destroy all the Fiends.

Physical Appearance:

Each Dragonlord has lines of dragon scale tattoos on their face the color in a uniformed color to one of the seven colors denoting the person's family creed. The number of scales denotes achievements by their ancestors, the ink is magical in nature and is passed on to their descendants.

When a Dragonlord does something of such great worth to bring honor to their children the find a master who knows how to make the Alchemical ink and explains what they did and why they want a new mark. This act is not done with vanity but as a way for their children to remember and be honored by their actions. Most of the time a family is able to recite most of their scales by memory.

If a Dragonlord does something that taints their family line a black scale is added. Or in an extremely rare case a Dragonlord finds that something their ancestor does was tainted for some reason, they will mark themselves with a black mark. To do otherwise would expand that dishonor. There is no known way to remove a black mark, but they say that the Masters who severed the Empress knew the secret. That Order still exists, but is mostly unknown.

A Dragonlord's scales is a visible display of a person's family honor. Someone with tons of scales is considered to be more honorable and to follow the Tenants while someone with few or with several black scales are viewed as less honorable overall. This has a weight to it; someone with a lot (well over 40 on each side going down to their shoulders) would indicate that they should be held to a higher standard in all things. For them there is almost no room for error. A Dragonlord who sees someone with a long history of honor acting in any way that is considered dishonorable would be more insulted than if they saw someone with a 'normal' amount of scales doing the same act.

For players, the number of scales one decides on, between 10 and 20 on each side is normal. If you go more than that, you should expect Dragonlords to expect more from you and should you not fulfill that, they may demand you take on a black mark because you're not worthy of your heritage. Sometimes it's better to be 'normal' than it would be to carry such a weight. As a player with lots of scales your accepting this extra weight.

Someone with several black scales would be pitied, it's not uncommon for someone to have one or two, anymore than that is frowned upon by most people. How can you expect something as important as true honor from someone with such a dark history, bad apples make bad seeds. This is a fight that a Dragonlord with a tainted past must fight all of their lives. Having black scales does not mean you can get away with anything, a Dragonlord who is actively dishonoring their race may move other Dragonlords to action. Sometimes it's best to just cut down the apple tree so no more seeds can be tainted.

Note that Revenants who come from Dragonlords for some reason have the color from their scales faded away, they turn grey sometimes with a hint of color from their time when they were alive. Many times even the black scales will turn grey, though most of the time the Black scales are still very noticeable.

Costume Racial Suggestions:

Dragonlords usually wear traditional clothing from the various eastern Asian countries such as Kimonos, Hanfu, or the Ch'ang P'ao. Most of the Dragonlord army tend to wear samurai looking armor, custom to themselves and their family.

In general Dragonlords are a practical people that wear loose fitting shirts and pants, because of the climate their light fabrics were typically used. Many people had the symbol of their house (usually some sort of Kanji that represents their tenant) usually done in the color of their clan, but that is not required..

Religion:

Overall the Dragonlords follow the same churches as everyone else though usually through a separate lens. In a way their main religion is Seven Tenants. As such they usually find a way to relate the seven tenants to their church. Overall, following the Church of Holy Light tends to be the most popular.

Great Seal:

The Great Seal is the heart of any Eien No Senshi life. All of their life they have known that one day they would go to the Seal in order to fight the war. Every one of them once secretly hoped that the war would be over by the time it was their turn, unfortunately it wasn't. And so they now follow in the foot steps of thousands and thousands of others. Walking into the unknown with only the hope that they can be the one who ends the war and brings the Empress home usually haunts their thoughts. Most children who know that they will become Eien No Senshi train their whole life and tend to spurn most relationships. After all, it's hard to love someone when you know someday soon you will have to let them go.

The moment when a Eien No Senshi goes to the Seal is both the greatest day and the worst day for them. They say good bye to all those they care about and they embrace the honor of fulfilling their families obligation.

It is possible for someone to volunteer to become Eien No Senshi, this is a great honor to take but it is pretty rare. All those who go in volunteer, of course not agreeing to go in would be worthy of a black scale upon them and all of their family members, mother, father, cousins, siblings, aunts, uncles. One could imagine how difficult accepting that would be.

Revenant Dragonlords tend to volunteer to become Eien No Senshi otherwise they have no real place in the world. It's better to use their second life to continue the war and honor their ancestors.

In general, Dragonlords view the Great Seal with mixed feelings. Their main goal is to destroy the Fiends and bring the Great Seal down.

Customs and Holidays:

New Year's Day- start of the New year, the Dragonlords tend to embrace this day as a symbol of new beginnings.

Qingming Festival - Tomb Sweeping Day, and is for commemorating the dead and remembering their deeds.

Aku No Day-Also known as the Day of Evil. It is when the Dragonlords remember Tenshi Palace and those in the Seal. Eien No Senshi usually set out in mass this day to start the long travel to the entrance of the Great Seal. This is usually held around the third month of the year. Most of those within the Great Seal use this day as a day to remember the sacrifices they have made and to renew their determination.

Festival of the Dragon Boats- A traditional festival with activities such as dragon boat racing and eating zongzi (sticky rice wrapped in leaves). This is usually held on the tenth month of the year.

The Testing - Days when the children are tested at 11 and placed with families and their work. Usually the week after this is a celebration and a time of rest for the children before they start their new work within their Caste.

Family Structure:

Overall the Dragonlords believe in extended families. Typically this is built around a mother and father with children. Typically any family member who is unmarried or is a widow/widower stays with a member of their family until they either get married or become Eien No Senshi.

In general both males and females have the same options as leader of the house, but there is always one who becomes the head of the house. Sometimes this causes conflict, but most of the time these disputes are kept quiet.

Courtship Rituals:

Most marriages are done with the parents or leaders deciding on who is to marry who, and of course the more scales on you face the more prestige you have. A person who comes from a long line full of honor tends to have the pick of anyone they want and all families will look to marrying their children with someone who is honorable as they are. In this way, those with the black marks tend to be segregated the most.

Why Play One:

Dragonlords offer a unique roleplaying experience. They tend to be rigid in their beliefs and they come to the Great Seal with a purpose. Most Dragonlords have a blueprint on how they should act, and sometimes they have to struggle to walk the line of honor. The Dragonlords have a very different culture, with very different ideas on life and prosperity than the other races.

If you enjoy the Asian culture, then this race may be the race for you. Overall their culture is based on a mix of various Asian themes. One could be anything from a noble samurai to a humble peasant farmer. The traditional ninja has its place though it would always be hidden from the views of others, after all there is considerable shame if others find out might be too much to really bare.

Roleplay Notes:

The Dragonlords are based around honor and how it affects them. While honor is define by the person themselves the 7 tenants help guide. There are dishonorable Dragonlords, but as a culture those who are dishonorable are shunned or killed. Afterall, every Dragonlord represents all other Dragonlords. While death to the dishonorable is not their first option it is definitely not taken off the list. This concept of Honor shades most of the things they do and decisions they make. It's not hard rules but instead a guide. If a Dragonlord makes a mistake, then they are sincere in their acknowledgement, sometimes they will seek some sort of punishment upon themselves but after they have fulfilled what they need they do not think of it other than to remember not to do it again.

Special Relationships with Other Races {friends or enemies}:

Imperials - Dragonlords typically dislike of the Imperials, as the main human enemy in many of the past wars not to mention their arrogance of their own superiority, but they both share religions and in the war with Ethereals, at least at the end, they did unite. Right now they have an uneasy peace.

Revenants - Overall Dragonlord Revenants are typically considered living (well un-living) ancestors and are treated with respect, even if kept at arms distance. Most Revenants who come from the Dragonlords quickly go into the Great Seal, in the rare occasion that they don't its usually because they have left Tatsuoku. Overall as long as they continue to live their life with honor a Dragonlord Revenant is treated with a high level of respect. Imperial Dragonlords, well those tend to be monsters.

Effigy- These creatures are completely unheard of. They must be some sort of dangerous Imperial experimental.

Special/Famous Groups:

Shinobi- This organization is very secretive assassin and spying group within the Dragonlords. They consider themselves a necessary evil for the Dragonlords. The leaders of the various Gozoku have used the Shinobi to either take out dishonorable Dragonlords or more often to take out Imperial's who become too much of a problem. Typically the only way to get into this organization is to be born into it or for one of the Masters to notice the spark worthy of the Shinobi in someone. Being born into it is dangerous, since they are surrounded by these secrets if they are ever considered compromised then they tend to have accidents.

Special/Famous Individuals:

Kubilajiri (Koo-Bee-Ka-Year-ee)- The evil Fiend Etherial who took over the Empress. The Dragonlords live to destroy her and free the Empress. Most accept that the Empress will die. At this point it has been hundreds of years, some don't know if the Kubilajiri still sits inside the Empress or not. The destruction of this Fiend is a blood oath every last Dragonlord, living or unloving has sworn.